Ring Wars  
Project Scope

August 17, 2022

# Overview

## Project Description

The elusive rings that have brought the land of Remington prosperity through their mystical powers, have now plunged the kingdoms into a never ending war. You will take control of Shattered, who must traverse the many dungeons and dessalant castles in search of clues to the locations of the 5 elusive rings.

Ring Wars will be an RPG Text-Adventure, in which the player can choose a starting class, utilize many spells and weapons with their own elements and properties, and traverse the fantasy world of Remington through textual inputs.

## Project Members

Taylor Brown

Kent Jones

Kalie Kirch

## Project Format

This project will be formatted in Windows Form and later in Web due to it being a text adventure.

## Deliverables

Due to the many rooms that will be utilized, a flow-chart of each of the rooms will be needed in order to have a visual idea as to how the player can traverse in a given area.

## Database

We will be using sequel light databases for this project.

## Learning

We hope to make this text adventure as engaging as possible. We want the player to consider the enemies’ weaknesses and utilize them to their advantage. We would like to learn more about how to implement status effects and how to keep them in combat before they fade away.